

**MARVEL**

# MULTIVERSE ROLE-PLAYING GAME



# X-MEN

**FREE**

**EXPANSION PREVIEW**





# RULES PRIMER

**HAPPY FREE RPG DAY, AND WELCOME TO THE** Marvel Multiverse Role-Playing Game! This primer will introduce you to the game's core mechanics, which will give you a head start if you want to join in on a game. This will be followed by an excerpt from the *X-Men Expansion*, which builds on the rules for people who want to play in the mutant side of the Marvel Multiverse. Also from that book, we include a few characters that you could use in a game today! And when you are done, don't forget to check out [Marvel.com/rpg](https://marvel.com/rpg) for characters, maps, FAQs and much more!

## WHAT YOU NEED TO PLAY

To play the Marvel Multiverse Role-Playing Game, you need:

- ▶ The *Marvel Multiverse Role-Playing Game Core Rulebook*. (At least one person should know the rules of the game.)
- ▶ A group of people to play with. (One person should be the Narrator, who will run the game, while the others play the heroes.)
- ▶ A set of three six-sided dice (each referred to as a "d6"): two regular ones and a special one called a "Marvel die," sometimes referred to as dMarvel. We call these dice the d616.
- ▶ Some character sheets. (At the back of this comic are a few character sheets that you could use right away!)
- ▶ A pencil. (With an eraser, preferably.)

## THE ACTION CHECK

While playing the Marvel Multiverse Role-Playing Game, the players can have their characters try to do all sorts of things. Some are amazing, while others are more mundane. Mundane things are sure to succeed, so they happen automatically. If

a Narrator decides something is impossible, then nothing will make it happen. However, sometimes heroes want to try things for which the outcome is uncertain. Anytime the circumstances make it challenging for a character to complete an action, the Narrator calls for an action check.

To resolve an action check, you need your d616 and to follow these steps:

- ▶ Roll d616.
- ▶ Apply the relevant ability score.
- ▶ Compare the total to the target number.

## Roll d616

When you're asked to roll d616, roll your three six-sided dice and add up the numbers. (Note: When we list results, the Marvel die is always the middle die.) There is one special exception when you add up the dice. If your Marvel die comes up with a 1, that's a Fantastic result. Count the Marvel die as a 6 instead of a 1 and then add up the numbers as usual. When we list an action check that has a Fantastic roll as its result, we use an M to represent the Marvel die.

## Apply Ability Score

Add the character's appropriate ability score. For instance, you would use Melee when trying to punch someone. Ability scores can be found on a character's profile. It helps define what a character is good at. Scores can range from -3 to +9 or more, so the numbers can make a huge difference.

## Compare the Total to the Target Number

Every action check has a target number (TN). This is the number that you're trying to meet or beat with the d616 roll. The *Core Rulebook* describe the TNs for a number of different action checks. If a

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particular kind of action check isn't covered by the rules, it's up to the Narrator to determine the target number. If the action check's d616 roll meets or beats the target number, then the action succeeds. If it's less than the target number, the action fails.

## TARGET NUMBERS

Target numbers can vary a lot, but the lowest standard target number is 10. That's a pretty easy number for most characters to reach on an action check, especially when figuring in ability scores. Often the target number for a particular action check is set at a single number that doesn't change. This means the more powerful a character is, the easier it becomes to hit that target number.

## FANTASTIC ROLLS

Fantastic rolls add extra drama to the game in unexpected ways. Getting one at the right time can turn the tide of a battle or even a whole adventure!

### Fantastic Success

If you get a Fantastic roll and your total meets or beats the action check's target number, that's a Fantastic success. That's considered a "Yes, and" result. The action succeeds, and an extra-special something happens.

The default effect of a Fantastic success that happens during any attack is that the attack does double the normal damage. However, if you're using a power at the time, you can often find a special result in the power's description to use instead. If nothing is listed under the power—or the action check isn't part of an attack—the controlling player can suggest an effect, subject to the Narrator's approval. If the player isn't able to come up with something on the spot, we suggest that the character gains an edge on their next action. (More on how all that works in a moment.)

### Fantastic Failure

Believe it or not, it is possible to get a Fantastic roll and still fail the action check. It's not easy to do, but it can happen. This is a "No, but" result. The action fails, but something special still happens.

If you get a Fantastic roll and your result is less than the action check's target number, that's a Fantastic failure. Unlike with a Fantastic success, there are no set standards for how to handle a Fantastic failure. Instead, the extra effect is left entirely up to the player. They get to suggest an idea for that special something on the spot. If the Narrator approves, then it happens.

### The Ultimate Fantastic Roll

Really lucky players might wind up with an ultimate Fantastic roll: a d616 roll of 6 M 6. This is

equal to a result of 18, plus it's a Fantastic success. When a player makes such a rare roll, their character automatically succeeds at whatever they're attempting to do, no matter what the target number for the action check might be. They can also ignore any trouble (which is the opposite of an edge) affecting the character.

Note: Not even an ultimate Fantastic success can make the impossible happen.

## EDGES AND TROUBLES

Sometimes circumstances surrounding your character in the game can help the dice go your way, and sometimes they hurt the character's chances instead. That's the difference between having an edge and having trouble.

### Edge

If your character makes an action check under extra-favorable circumstances, uses special skills, employs top-notch tools or otherwise has some kind of advantage, the Narrator can grant your character an edge on that action check. When that happens, you can reroll a single die of your d616 roll for that action check and use the better of the two numbers.

### Trouble

The opposite of having an edge is having trouble. A character may have trouble on an action check if they attempt the action under bad circumstances, lack the appropriate expertise, use poor equipment or otherwise suffer from a drawback. When a character has trouble on an action check, their player must reroll the best of their dice numbers in that roll, and they must use the worse of the two numbers. An M is always considered to be the best die number.

### Stacking

Sometimes circumstances can cause a character to have multiple edges or troubles. The Narrator determines if an edge or trouble can stack (add up together).

When you have edges stacked, you can reroll the same die repeatedly or reroll different dice, choosing as you go. You don't have to use an edge, it's always your choice.

When you have trouble stacked from two or more sources, you might have to reroll the same die repeatedly or reroll different dice as you go. With trouble, you always reroll the best die.

It's possible to have both edges and troubles at the same time. These things cancel each other out in equal measure, so you only need to deal with what's left.





# X-FORCE

**X-FORCE BECAME THE UNSANCTIONED GUARDIANS** of a world that needed its heroes to operate beyond the spotlight, where victory sometimes required stepping into the gray areas that the black-and-white morality of the past couldn't navigate. While the members of the X-Men and X-Force seem to swap often—and from an outside perspective seem like they could be the same team—the core difference between the two is X-Force's militant approach to what has always been a peaceful call for harmony between mutants and humans. They are a strike team. They are spies. They are vigilantes. They are X-Force.

## TEAM HISTORY

As the challenges facing the X-Men became more complex, a core group within the New Mutants recognized the need for a more proactive and covert approach to address the mounting dangers. This came to a head when the New Mutants aided Cable in his fight against the Mutant Liberation Front. Seeing their abilities and potential as fellow soldiers in the looming war, Cable stepped up to be their new mentor, teacher and leader, reorganizing the team into X-Force.

## Dawn of X-Force

The first X-Force team was formed under Cable's leadership and consisted of the following members:

### Original X-Force

- ◉ Boom-Boom (Tabitha Smith)
- ◉ Cable (Nathan Summers)
- ◉ Cannonball (Samuel Guthrie)
- ◉ Domino (Neena Thurman)
- ◉ Feral (Maria Callasantos)
- ◉ Shatterstar (Gaveedra Seven)
- ◉ Warpath (James Proudstar)

Cable was in the process of transforming the New Mutants into a more militant force to address the increasing threats faced by mutants, when Shatterstar—a warrior from the Mojoverse with exceptional combat skills—came to Earth. His fighting background and battle expertise complemented Cable's vision for a more aggressive approach in dealing with threats to mutantkind. While Shatterstar was

originally searching for X-Men to help him with his own challenges, Cable convinced him that this new team would be better than the X-Men. The synergy between Cable and Shatterstar contributed significantly to the evolution of the New Mutants into X-Force.

Together with other members like Domino (a hand-to-hand combatant with the mutant ability to manipulate probability in her favor) and Warpath (who had a personal stake in mutant affairs due to the tragic death of his brother, Thunderbird), X-Force departed from the more traditional super-hero model of the X-Men. Each original member played a crucial role in shaping the identity and purpose of X-Force as a formidable and unconventional mutant strike team.

The tactics of X-Force garnered the attention of S.H.I.E.L.D. Commander G.W. Bridge, who, despite being a former ally of Cable, wanted to put a stop to his new group. The Canadian government's Department K gave Bridge permission to use their Weapon P.R.I.M.E. team to take X-Force down.

X-Force persisted through attacks by many factions, always endeavoring to protect mutant life at all costs. They teamed up with others (such as Spider-Man and Siryn, to prevent a terrorist bombing by Black Tom and Juggernaut), but after specific missions, they regularly returned to their core group. Although the team roster began to change, this directive to protect mutant life was always consistent.

## X-Cutioner's Song

A few years into the exploits of X-Force, Cable stepped down as team leader after being framed for the attempted murder of Professor Charles Xavier.

Stryfe, Cable's nemesis, emerged as a central player, orchestrating attacks that aimed to portray Cable as a danger to both the X-Men and Earth as a whole. The X-Men and X-Factor teamed up to capture Cable, setting off a series of events that led to distrust and betrayal within the ranks of all teams involved.

Within this chaos, Cable's shadowy past came to light, revealing intricate connections to the Summers family and unearthing questions about his lineage. Professor X, tasked to find the truth, discovered that Cable was not to blame for the attack, but it was too late.



While Cable left to deal with the personal troubles and family secrets that were brought to light, X-Force continued under Domino's leadership.

## Domino's X-Force

- Bedlam (Jesse Aaronson)
- Caliban
- Domino (Neena Thurman)
- Meltdown (Tabitha Smith)
- Siryn (Theresa Cassidy)
- Sunspot (Roberto "Bobby" Da Costa)
- Warpath (James Proudstar)

## Wolverine's X-Force

After M-Day, a new wave of anti-mutant sentiment spread across the globe. The X-Men, led by Cyclops, established the Xavier Institute as a haven for the remaining mutants and those who were newly depowered. When the first mutant born since M-Day was revealed, a search for this "mutant messiah" began.

Discovering that Cable had the child in his care, Cyclops put together a covert strike force to find them. Cyclops named the team "X-Force," and Wolverine—due to his combat expertise, pragmatic approach and willingness to make difficult decisions—was appointed its leader.

## Black-Ops X-Force

- Archangel (Warren Worthington III)
- Deadpool (Wade Wilson)
- Domino (Neena Thurman)
- Elixir (Joshua Foley)
- Fantomex (Jean-Phillipe Charles)
- Vanisher (Telford Porter)
- Warpath (James Proudstar)
- Wolfsbane (Rahne Sinclair)
- Wolverine (Logan)
- X-23 (Laura Kinney)

Under Wolverine's leadership, X-Force became a hands-on, clandestine strike force tasked with eliminating potential threats before they could harm mutants. The team operated in the shadows, engaging in preemptive strikes against enemies deemed too dangerous for traditional super-hero tactics. Wolverine's no-nonsense approach set the tone for the team's operations.

After a final battle to secure and protect the baby, Professor X convinced Cyclops to call back X-Force and allow Cable to escape into the future with the child to protect her. During the commotion, Professor X was hit in the head by a stray

bullet meant for the baby, and Cyclops publicly disbanded the X-Men. However, he kept the black-ops X-Force together in secret, known only to members of that team.

The roster of this new X-Force changed over time, but it always included characters with lethal skill sets and a willingness to operate outside traditional moral boundaries. Members such as Wolverine, X-23, Archangel and others brought a mix of combat expertise, stealth and a readiness to confront threats with a level of aggression that contrasted with more traditional super-hero teams such as the X-Men.

## Cable and Hope Return

Cable, now revealed as not only a time-traveling mutant but also the son of Cyclops, returned to the present with Hope Summers, the "mutant messiah" named after a woman in the future who helped raise her as a baby. Hope's return caused intense concern among the X-Men, as she was believed to play a crucial role in their future. The anti-mutant organization, the Purifiers, staged a large-scale assault on the X-Men in order to kill Hope.

After Cable sacrificed himself to save Hope and push back a siege brought on by the advanced Sentinel Nimrod, Cyclops once again called upon Wolverine to lead an X-Force team that could proactively protect mutants through covert operations. While the black-ops X-Force and Uncanny X-Force both had Wolverine as their leader and featured members like Archangel, Uncanny X-Force had a directive to quietly eliminate threats to the X-Men before they became too big to handle. This team became the shadow strike force working outside the public spotlight, while Cyclops touted the heroic X-Men image to the world.

## Uncanny X-Force

- Archangel (Warren Worthington III)
- Deadpool (Wade Wilson)
- Fantomex (Jean-Phillipe Charles)
- Psylocke (Betsy Braddock)
- Wolverine (Logan)
- X-23 (Laura Kinney)

The Uncanny X-Force lineup brought an even darker tone to the already morally ambiguous team. Archangel's ever darkening and deadly persona and Fantomex's technology and illusions complemented the mix of psychic talents and combat expertise Psylocke brought to the group. Wolverine's and X-23's warrior skills and regenerative abilities—along with Deadpool's unpredictability and fighting style—balanced the full team into a force that was ready for what was considered the mutants' greatest time of need.





## Psylocke's Uncanny X-Force

Once X-Force was outed to the public as a secret team of mutants, it all but disbanded, working only on special missions. However, Psylocke put together her own X-Force team to prevent the resurrection of Apocalypse.

### Psylocke's Uncanny X-Force

- Bishop (Lucas Bishop)
- Cluster (Charlie Cluster-7)
- Psylocke (Betsy Braddock)
- Puck (Eugene Judd)
- Spiral (Rita Wayword)
- Storm (Ororo Munroe)

X-Force saved Archangel from becoming a resurrected Apocalypse and destroy a version of Cassandra Nova from the future. But a rift in the team was formed when Bishop discovered that Storm had erased his memories of hunting Hope Summers. Hope, who was still working with Cable, tracked down Bishop, and the two groups reconciled after an initial fight. The teams reunited as one after rescuing Cable from Stryfe's clutches once again.

## A New X-Force Under Cable

Cable, returning to the fold, had a vision of a catastrophic event involving the Avengers, leading to widespread destruction and loss of life. In his vision, while in a potential desolate future, he saw a world turned to ash and dust in which Hope did not survive, all at the hands of the Avengers. Using his temporary precognitive and time-travel abilities, he returned to X-Force with the goal of assembling a team that could prevent this disaster, resulting in what would be known as Avengers X-Sanction.



### Cable and X-Force

- Cable (Nathan Summers)
- Colossus (Piotr Rasputin)
- Doctor Nemesis (James Bradley)
- Domino (Neena Thurman)
- Forge
- Hope Summers

Cable and X-Force planned to intervene before the Avengers' scheme escalated, and while they managed to prevent the catastrophe in the vision, there were unforeseen consequences with altering the future, including Cable being infected with the Techno-Organic virus, a full-scale war with the Avengers over Hope Summers and the destruction of the mystical city of K'un-Lun, after which Hope decided to leave the team and try to live life as a normal teenager.

### Krakoan X-Force

Mercenaries attacked Krakoa and killed Professor Charles Xavier and a few dozen other mutants. Wolverine (Logan) led an investigation into the massacre and learned that the anti-mutant organization XENO was behind the attack. The newly resurrected Professor X and Magneto, leading members of the Quiet Council of Krakoa, called upon a new X-Force team to defeat them.

### Krakoan X-Force

- Beast (Hank McCoy)
- Domino (Neena Thurman)
- Kid Omega (Quentin Quire)
- Marvel Girl (Jean Grey)
- Sage
- Wolverine (Logan)

Besides this core group, other members cycled through, including Black Tom, Colossus, Deadpool, Omega Red and Wolverine (Laura Kinney). X-Force continued to provide security to Krakoa, including fighting off an underwater parasitic infection, guarding the Krakoa Hellfire Galas and acting as a spy network to prevent human incursion of the island. Unfortunately, X-Force could not stop Orchis and its attack on Krakoa..

## LOCATIONS

X-Force headquarters is always moving, always changing, just like the team itself. While many of their rendezvous have taken place at X-Men headquarters, they have had their own key locations of note as well.

### Xavier Institute for Higher Learning

The Xavier Institute for Higher Learning was where X-Force was originally conceived, and Cyclops, leading the X-Men many years later, offered up the mansion for X-Force to use as a base of operations.

While tensions between the X-Men and X-Force have fluctuated over time, the Xavier Institute has always been a mainstay for its members, even if some of them weren't always welcome due to their misdeeds, usually resolved after temporary conflict.

### Camp Verde Apache Reservation

Camp Verde is the home of X-Force alumni Warpath (James Proudstar) and his older brother, Thunderbird (John Proudstar). When Cable's original X-Force became outlaws, they needed a new home base that was safe and familiar, so they traveled to Camp Verde for asylum and protection.

### S.H.I.E.L.D. Helicarrier Pericles

The *Pericles* is a decommissioned S.H.I.E.L.D. Helicarrier, used by the Cable X-Force team after his return to the present with Hope Summers. Abandoned in the middle of the Pacific Ocean, the *Pericles* served as a secret headquarters, seemingly out of the purview of those who would wish to hunt X-Force down. The Helicarrier featured private quarters, meeting areas, a teleporter and even semi-sentient cleaning bots.

### Cavern-X

Cavern-X was built by Warren Worthington in Sedona, Arizona. It was originally conceived to be a time capsule and museum dedicated to the X-Men in case mutants were exterminated completely. As such, it housed important documents, costumes and other mutant artifacts and was sealed away for the future. To keep Wolverine's Uncanny X-Force team hidden from the world and even Cyclops himself, Wolverine worked with Worthington to convert Cavern-X into a clandestine headquarters for X-Force, equipped with living quarters and all the resources they would need.

### Krakoa

The living island of Krakoa was a central location for both the X-Men and X-Force. X-Force served as the go-to protectors and security team for Krakoa.

## PLAYING X-FORCE

Playing a member of X-Force requires a character to have a darker outlook on heroism. Instead of reacting to threats thrown their way, X-Force characters will seek out threats and take the initiative to



# CAVERN-X



SECURED ARCHIVE // 001155590  
 CLASSIFIED FLOOR PLAN  
 AUTHORIZATION: BRADDOCK, ELIZABETH  
 234598088215898382956271837

100000368568121359271837-I-ORCE

## THIRD FLOOR



## SECOND FLOOR



## FIRST FLOOR



## SIDE VIEW



- |                              |                          |
|------------------------------|--------------------------|
| 1. Lower Elevator            | 16. Suite                |
| 2. Displays and Meeting Area | 17. Locker Room          |
| 3. Storage                   | 18. Food Storage         |
| 4. Armory                    | 19. Kitchen              |
| 5. Power Room                | 20. Dining Room          |
| 6. Workshop                  | 21. Lounge               |
| 7. Recovery Room             | 22. Wolverine's Suite    |
| 8. Medical Lab               | 23. Psylocke's Suite     |
| 9. Vehicle Workshop          | 24. Angel's Suite        |
| 10. Parts Storage            | B. Brood Statue          |
| 11. Hangar                   | C. Closet/Storage        |
| 12. Communications           | D. Displays for Costumes |
| 13. Gymnasium                | H. Helmet Pedestals      |
|                              | R. Restroom              |
|                              | S. Sentinel Head         |

ONE SQUARE EQUALS 5FT



eliminate them. In situations where many heroes would wait to see if an enemy attacks first while trying to gain information, X-Force characters will strike with stealth and precision, getting their answers after the dirty work is done.

Because of this, X-Force encounters and missions may involve internal conflicts and questions of morality, which can spawn amazing role-playing opportunities and ethical debates between characters. Team members will be put in situations where they face difficult choices together, and these moments will make the team stronger. Additionally, the actions taken by X-Force characters have the potential to spawn new missions, as their tactics will often have consequences that will need resolution.

## Theme

X-Force often explores themes of aggression, clandestine action and the darker, more covert aspects of the mutant struggle for survival. Members frequently face morally gray decisions and ethical dilemmas. The team operates in the shadows, making tough choices that may involve secrecy, deception and actions that challenge traditional super-hero morality. This can take a personal toll on team members.

## Style

X-Force is known for its proactive approach. In every sense, X-Force is a special-ops team, providing defense and protection of mutantkind, while gathering intelligence and participating in unconventional enemy strikes.

X-Force engages in operations that may involve secrecy, infiltration and actions outside the public eye, unlike the high-profile exploits of the X-Men. The team's activities are not always known to the world, and they don't care about sharing the spotlight with the X-Men as heroes.

## Purpose

X-Force's overarching goal is to defend against the extinction of mutants and confront immediate threats that would harm them. They leave future planning and mutant-human relations mostly to the X-Men while focusing on what needs to be done in the now. First and foremost, their purpose is to protect mutants through direct action.

## Transportation

For street and local travel X-Force, given its covert nature, uses underground tunnels and hidden bases to move discreetly within urban environments.

While in recent times, the Krakoa gates have allowed easy portal travel between two points, this method isn't always guaranteed for all travel needs.

Some members of X-Force, such as Shatterstar, have access to teleportation abilities, allowing their teams to travel instantly to various destinations without the need for conventional transportation.

## PACRAT

PACRAT stands for Personnel Assault Carrier for Recon/Aquatic/Terrain. Cable originally owned and used the PACRAT for X-Force exploits, and even after crashing into the X-Mansion, it was restored and used in many missions.

The PACRAT is incredibly fast and is able to cloak itself from any type of radar.

A new model, appropriately named the PACRAT II, became part of the X-Force arsenal. It's supposedly even faster and more fuel efficient than the X-Men's *Blackbird*.

## Bluebird

The *Bluebird* is a high-tech Krakoaan vehicle that X-Force most often used as a submarine for underwater transport. It is quick and stealthy, with LED lights to see clearly under murky waters. The *Bluebird* is also a fully operational jet with flight capabilities similar to the *Blackbird* and the PACRAT. It can launch straight out of the water and into the air. The vehicle appears to be infused with flora but is actually completely grown from Krakoaan plants. X-Force used the *Bluebird* on notable missions, including when they pursued XENO members who kidnapped babies from Krakoa and when they finally found the terrorist group's hidden base beneath Genosha. In a later incident, the *Bluebird* was destroyed and then regrown by Black Tom.

## JOINING X-FORCE

Recruitment into X-Force has varied throughout the team's history, and different leaders have employed different methods to assemble their roster. Cable, the frequent leader of X-Force, has generally recruited members with military or mercenary backgrounds. He values mutants with combat skills, discipline and a willingness to undertake secret and dangerous missions.

When Wolverine led X-Force, though he too focused on military tactics, he often recruited graduates of the X-Men, focusing on individuals with experience in super-heroics and special operations.

Contrasting these two approaches, Psylocke typically sought out members with diverse skill sets. Such recruits brought unique abilities and perspectives to the team, contributing to its overall effectiveness.



## Requirements

The recruitment process for X-Force often revolves around assembling a team with the right combination of skills, experience and personalities to handle confidential and high-stakes missions. X-Force is more discerning than its parent team the X-Men, and it doesn't accept just any mutant into its ranks. However, having a Mutant origin is the first requirement. Additionally, X-Force characters are likely to have either a background in the military or Military as their occupation.

X-Force members should be at least Rank 4.

## Getting In

Upon meeting the requirements, a character usually must be invited to join X-Force, rather than applying for a position on the team. While members may be selected based on approval or recommendations from others, the team leaders typically have the final say.

In many instances, characters join X-Force as part of their personal growth arcs. This might involve seeking redemption, proving themselves or dealing with personal challenges that align with the themes of the team. Use this opportunity for role-playing and character development. This can be a great way to incorporate past failures and "fall forward" into a new character arc as a member of the team.

## Character Alterations

When a character becomes part of X-Force, the player adds the team to their character sheet under Teams. Once this is done, the character can go on special assignments with X-Force, even if they still belong to the X-Men or their team affiliation is secret.

## Powers and Roles

Unlike with traditional X-Men team composition, it is not only okay but often typical that members of X-Force double up on skills or powers. For example, Wolverine, X-23 and Deadpool were all on the same X-Force team even though they all have regenerative powers. All members of a strike force should have stealth and tactical knowledge.

Use friendly competition as role-playing opportunities and teamwork with similar power sets to develop new tactical strategies for unique gameplay.

## Training Up

Training up within the ranks of X-Force works similarly to the process used with the X-Men. While exceptions can be made, players should be at least Rank 4. However, sometimes X-Force needs a particular set of skills for a mission, and any character with those talents may be selected for a temporary role on the team.



Art by Rob Liefeld & Thomas Mason



## Duties

Plain and simple: Do the dirty work of protecting mutants so the X-Men can keep their hands clean. Life as a team member means struggle, hard work and risk without any public praise or recognition. Any potential member must accept that their X-Force duty is above all other desires, and while that type of life and responsibility seems rough, it is worth it.

## Public Perception

Due to X-Force's clandestine nature, members of the public aren't fully aware of the team. Those who know of their existence—both mutant and human—often have mixed reactions to the morally ambiguous nature of X-Force's actions. Some people appreciate the team's stance in defending mutants, but others question the methods used and the conflicts with established super-hero ethics.

## X-FORCE ADVENTURE HOOKS

Sometimes a Narrator needs a little inspiration to help put an adventure together, mostly to get things started.

### X-Force

Here are five adventure hooks for X-Force in nearly any era.

- ▶ An illegal ring of mutant gladiator fight clubs is thriving in underground New York City. X-Force goes undercover to expose and dismantle this operation, but they get entangled in a web of crime lords, mutant traffickers and a charismatic leader with a dangerous vision for mutant supremacy.
- ▶ A new snake species is discovered with the ability to turn humans into mutants through its bite. Rumors are mounting that its venom is being synthesized to create a "cure" for mutation. Who is behind this research? What happens if this falls into the hands of a group like the Purifiers? How can the team contain the snake species and prevent a worldwide epidemic?
- ▶ Reports surface of a phantom mutant haunting an old research facility. This shadowy figure seems to be protecting something inside. What is causing the haunting, and how can the phantom be put to rest? Does it have something to do with the experiments conducted there, which may hold the key to a new threat?
- ▶ The Purifiers have gotten their hands on the shell of the Cosmic Cube. Can X-Force retrieve the artifact before the Purifiers

find a way to power it up? What other remnants could have been left behind that may pose a threat?

- ▶ A mutant with the power to erase memories is targeting influential figures, leaving a trail of political chaos. X-Force must track down this elusive memory leech. What larger conspiracy may be lurking behind this? Who are the potential targets, and what is the best way to protect them? Is the mutant working alone, or are they teamed up with an even bigger threat?

### Krakoan X-Force

Here are five adventure hooks for X-Force in the Krakoa era.

- ▶ A mysterious fungal contamination begins spreading across Krakoa, affecting both mutants and the island itself. There is a growing concern that this fungus may destroy the Krakoaan gates network as well. Can X-Force navigate through mutated landscapes and find the sentient fungal entity seeking to assimilate Krakoa's biological infrastructure? And when they do, how do they stop it?
- ▶ A group of settlers from a long-lost expedition to Krakoa is found in a remote area after being presumed dead for decades. Who is behind their disappearance and subsequent return? Have they been manipulated by an external force? How does this even tie to the island's ancient history?
- ▶ Unsettling reports emerge of mutated sea creatures exhibiting strange behavior in the waters surrounding Krakoa. The marine life seems to be responding to a mysterious call from the depths, affecting the ecological balance. Is Krakoa somehow causing mutations in the ocean creatures, or is something (or someone) else causing this strange irregularity?
- ▶ A section of Krakoa's lush and vibrant Arbor Magna suddenly disappears, leaving behind a void. X-Force must investigate the anomaly, uncovering an ancient mystical force draining the life from the gardens to resurrect a long-forgotten adversary.
- ▶ Sudden earthquakes on the island cause alarm, as the tides are rising in mysterious ways. What is causing them, and why are they growing in intensity? Is this an attack by an outside group trying to force an evacuation, or is there a natural cause for the quakes?



# BISHOP

Art by Carlos Gómez & Jesus Aburtov



RANK  
**4**

KARMA  
**4**

HEALTH  
**90**

DAMAGE REDUCTION  
**—**

FOCUS  
**120**

DAMAGE REDUCTION  
**-1**

SPEED  
Run: 6  
Climb: 3  
Swim: 3  
Jump: 3

INITIATIVE MODIFIER  
**+4E**

## BIOGRAPHY

**Real Name:** Lucas Bishop  
**Height:** 6'6" **Weight:** 275 lbs.  
**Gender:** Male  
**Eyes:** Brown **Hair:** Black  
**Size:** Average

**Distinguishing Features:** Tattoo over right eye in the shape of the letter "M"  
**Occupation:** Adventurer, Investigator  
**Origin:** Mutant  
**Teams:** Great Captains of Krakoa, X-Men, X.S.E.  
**Base:** Krakoa

### HISTORY

Lucas Bishop grew up in a dark possible future (Earth-1191) driven by anti-mutant sentiments. He spent most of his childhood in a mutant concentration camp, watching a combination of poverty and disease slowly consume the lives of his loved ones.

In Bishop's preteen years, a bloody rebellion allowed him to escape the camp. He spent the next several years lying low, and by the time he was an adult, the law had loosened up enough to allow mutants to live freely, albeit in squalor.

Desperate for money, Bishop joined up with the X.S.E., a police squad of mutants charged with arresting powerful mutant criminals. During the pursuit of one such criminal, he stepped through a wormhole and became trapped on Earth-616.

In the hope of preventing his dark future from coming about, Bishop joined up with Earth-616's X-Men. He's been with them ever since.

On Krakoa, Bishop was made the Captain Commander, the person in charge of Krakoa's Great Captains and for overseeing the island-nation's military efforts.

### PERSONALITY

Bishop enjoys fighting and giving orders but not much else. While he has a reputation as a loner, he has a close and complicated relationship with at least one person: Hope Summers.

Bishop used to believe that Hope Summers was the legendary villain responsible for making his home reality so awful. He spent ages trying to kill both her and her caretaker, Cable (Nathan Summers). Although Bishop has since seen the error of his ways and tried to make amends, his relationships with Hope and Cable remain strained.

## ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
<b>2</b> MELEE	<b>12</b>	<b>+2</b>
<b>5</b> AGILITY	<b>15</b>	<b>+7</b>
<b>3</b> RESILIENCE	<b>13</b>	<b>+3</b>
<b>4</b> VIGILANCE	<b>14</b>	<b>+4</b>
<b>4</b> EGO	<b>13</b>	<b>+6</b>
<b>2</b> LOGIC	<b>12</b>	<b>+2</b>

## TRAITS & TAGS

### TRAITS

- ◆ **Connections:** Police
- ◆ **Connections:** Super Heroes
- ◆ Enduring Constitution
- ◆ Extra Occupation
- ◆ Fearless
- ◆ Interrogation
- ◆ Investigation
- ◆ Presence
- ◆ Situational Awareness

### TAGS

- ◆ Black Market Access
- ◆ Heroic
- ◆ Hounded
- ◆ Krakoan
- ◆ Public Identity
- ◆ Streetwise
- ◆ X-Gene

## DAMAGE

MELEE	<b>x 4</b> dMarvel MULTIPLIER	+	<b>2</b> ABILITY
AGILITY	<b>x 6</b> dMarvel MULTIPLIER	+	<b>5</b> ABILITY
EGO	<b>x 6</b> dMarvel MULTIPLIER	+	<b>4</b> ABILITY
LOGIC	<b>x 4</b> dMarvel MULTIPLIER	+	<b>2</b> ABILITY

## POWERS

### BASIC

- ◆ Accuracy 2
- ◆ Discipline 2
- ◆ Energy Absorption
- ◆ Slow-Motion Dodge
- ◆ Uncanny 1

### ELEMENTAL CONTROL (ENERGY)

- ◆ Elemental Blast
- ◆ Elemental Burst
- ◆ Elemental Infusion

### RANGED WEAPONS

- ◆ Double Tap
- ◆ Headshot
- ◆ Slow-Motion Shoot-Dodge
- ◆ Snap Shooting
- ◆ Sniping
- ◆ Stopping Power
- ◆ Suppressive Fire
- ◆ Weapons Blazing



# DAZZLER

Art by Greg Land, Jay Leisten & Frank D'Armata



RANK

4

KARMA

4

HEALTH

60

DAMAGE REDUCTION

—

FOCUS

120

DAMAGE REDUCTION

—

SPEED

Run: 6  
Climb: 3  
Swim: 3  
Flight: 24

INITIATIVE MODIFIER

+4

## BIOGRAPHY

**Real Name:** Alison "Ali" Blaire  
**Height:** 5'8"    **Weight:** 115 lbs.  
**Gender:** Female  
**Eyes:** Blue    **Hair:** Blond  
**Size:** Average  
**Distinguishing Features:** None  
**Occupation:** Entertainer  
**Origin:** Mutant  
**Teams:** Excalibur, S.H.I.E.L.D., X-Men  
**Base:** Krakoa

### HISTORY

During a performance at a high-school talent contest, Ali Blaire's body began to emit dazzling lights. These lights helped Blaire not only wow her classmates but also drive off a group of rowdy bikers who attacked her school later that same night.

The incident left such an impact on Blaire that she rededicated herself to achieving her childhood dream of becoming a successful singer. She left home and got a regular gig performing at a club under the stage name of Dazzler.

Blaire's fantastic, superhuman performances quickly drew the attention of mutant groups, both good and evil, who tried to recruit her into their ranks. Although she was initially uninterested in a life of adventure, her innate sense of justice and her impeccable knack for getting into tricky situations inevitably drew her into a life of super-heroics.

Over the years, Blaire has been a valued member of both the X-Men and S.H.I.E.L.D. She's currently put most of her regular heroics aside to focus on her music, but she still finds the time to lend a helping hand now and again. Her son, Shatterstar, and her one-time husband, Longshot, are important mutant heroes in their own rights.

### PERSONALITY

Frequently hailed as the world's greatest mutant performer, Blaire's presence on stage is positively electric. It would be easier to count the mutants on Earth who haven't, in some way, been charmed by her.

However, like a lot of stars, her life offstage is often a wreck. She considers herself lucky if she can get through a night with friends without getting caught up in one adventure or another.

## ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	15	+1
5 AGILITY	15	+5
2 RESILIENCE	12	+2
4 VIGILANCE	14	+4
7 EGO	17	+10
1 LOGIC	11	+1

## TRAITS & TAGS

### TRAITS

- ◆ Audience
- ◆ Beguiling
- ◆ Combat Reflexes
- ◆ **Connections:** Super Heroes
- ◆ Famous
- ◆ Presence
- ◆ Public Speaking

### TAGS

- ◆ Heroic
- ◆ Hounded
- ◆ Krakoan
- ◆ Public Identity
- ◆ X-Gene

## DAMAGE

MELEE	x 4 MULTIPLIER	+	1 ABILITY
AGILITY	x 4 MULTIPLIER	+	5 ABILITY
EGO	x 7 MULTIPLIER	+	7 ABILITY
LOGIC	x 4 MULTIPLIER	+	1 ABILITY

## POWERS

### BASIC

- ◆ Discipline 3
- ◆ Energy Absorption (applies only to sonic damage)
- ◆ Evasion
- ◆ Flight 1

### ELEMENTAL CONTROL (ENERGY)

- ◆ Elemental Barrage
- ◆ Elemental Barrier
- ◆ Elemental Blast
- ◆ Elemental Burst
- ◆ Elemental Protection 2 (20 points to shatter)
- ◆ Elemental Ricochet

### ILLUSION

- ◆ Animated Illusion
- ◆ Dazzle
- ◆ Flare
- ◆ Illumination
- ◆ Static Illusion



# GAMBIT

Art by Salvador Larroca & Edgar Delgado



**RANK**  
**4**

**KARMA**  
**4**

**HEALTH**  
**60**

**DAMAGE REDUCTION**  
**-1**

**FOCUS**  
**120**

**DAMAGE REDUCTION**  
**—**

**SPEED**  
Run: 6  
Climb: 3  
Swim: 3  
Jump: 3

**INITIATIVE MODIFIER**  
**+4**

## BIOGRAPHY

**Real Name:** Remy Étienne LeBeau  
**Height:** 6'2" **Weight:** 179 lbs.  
**Gender:** Male  
**Eyes:** Red **Hair:** Brown  
**Size:** Average  
**Distinguishing Features:** Black eyes with red irises  
**Occupation:** Adventurer, Criminal  
**Origin:** Mutant  
**Teams:** Excalibur, Thieves' Guild, X-Men  
**Base:** Mobile

### HISTORY

After being rejected by his biological parents, infant Remy LeBeau was adopted by members of the international criminal organization known as the Thieves' Guild. LeBeau quickly took up the profession of his caretakers, and by the time he was a young man, he had become one of the greatest thieves on the planet.

In the midst of one heist, LeBeau encountered the mutant hero Storm in a vulnerable position, having been de-aged into a child by agents of the Shadow King. Having once been a vulnerable child himself, LeBeau helped Storm defeat the Shadow King, and she, in return, invited him to join the X-Men.

Although he was not as invested in mutant politics as his colleagues, LeBeau found life among the X-Men thrilling and rewarding. As Gambit, he spent years adventuring alongside the mutant heroes, all the while romancing his teammate Rogue.

Shortly before the foundation of Krakoa, Gambit and Rogue finally got married. Although they acted as backup members of Krakoa's Excalibur team, Rogue and Gambit have spent most of their time since their marriage focusing on each other and adventuring together across the globe.

### PERSONALITY

In his younger years, Gambit was known as a smooth-talking ladies' man. As a married man, he's not as much of a flirt as he used to be, but he's still a notoriously persuasive and charming individual. He speaks in a thick New Orleans accent and often peppers bits of Cajun French into his regular English speech.

## ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
<b>2</b> MELEE	<b>12</b>	<b>+2</b>
<b>5</b> AGILITY	<b>15</b>	<b>+6</b>
<b>2</b> RESILIENCE	<b>12</b>	<b>+2</b>
<b>4</b> VIGILANCE	<b>14</b>	<b>+4</b>
<b>5</b> EGO	<b>15</b>	<b>+6</b>
<b>2</b> LOGIC	<b>12</b>	<b>+2</b>

## TRAITS & TAGS

### TRAITS

- ◆ Beguiling
- ◆ Combat Reflexes
- ◆ **Connections:** Criminal
- ◆ **Connections:** Super Heroes
- ◆ Extra Occupation
- ◆ Fearless
- ◆ Free Running

### TAGS

- ◆ Black Market Access
- ◆ Heroic
- ◆ Hounded
- ◆ Krakoan
- ◆ Public Identity
- ◆ **Signature Weapon:** Bo staff (+1 melee damage multiplier bonus; range: reach +1)
- ◆ Streetwise
- ◆ X-Gene

## DAMAGE

<b>MELEE</b>	<b>4</b> <small>MULTIPLIER</small>	<b>+</b>	<b>2</b> <small>ABILITY</small>
<b>AGILITY</b>	<b>5</b> <small>MULTIPLIER</small>	<b>+</b>	<b>5</b> <small>ABILITY</small>
<b>EGO</b>	<b>5</b> <small>MULTIPLIER</small>	<b>+</b>	<b>5</b> <small>ABILITY</small>
<b>LOGIC</b>	<b>4</b> <small>MULTIPLIER</small>	<b>+</b>	<b>2</b> <small>ABILITY</small>

## POWERS

### BASIC

- ◆ Accuracy 1
- ◆ Discipline 1
- ◆ **Iconic Weapon:** Charged cards [These act as knives, usually thrown. Using Elemental Infusion on them costs 0 Focus. Cards function only for Gambit.]
- ◆ Inspiration
- ◆ Slow-Motion Dodge
- ◆ Sturdy 1

### ELEMENTAL CONTROL (ENERGY)

- ◆ Elemental Burst
- ◆ Elemental Infusion

### RANGED WEAPONS

- ◆ Dance of Death
- ◆ Double Tap
- ◆ Point-Blank Parry
- ◆ Slow-Motion Shoot-Dodge
- ◆ Snap Shooting
- ◆ Suppressive Fire
- ◆ Weapons Blazing

### TACTICS

- ◆ Battle Plan
- ◆ Change of Plans



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